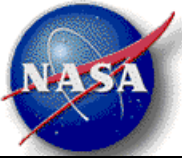


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# **The Future of Product Line Development at NASA**

**Robyn Lutz  
Jet Propulsion Lab/Caltech & ISU**

**SAS'06 Panel Discussion**



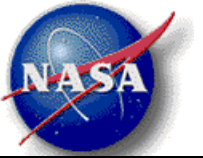
# Product line



*A software product line is a set of software systems developed by a company that share a common set of core requirements but differ according to a set of allowable variations.*

## Examples:

- Satellite constellations (Earth Observing System)
- Ground systems (station antenna software)
- Crew/ground displays (similar look & feel)
- Interferometer fringe tracking software
- Robotic lunar fleet
- Wide range of COTS products used in NASA systems (EEPROM, web monitoring, etc.)



# Product line advantages

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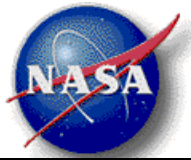


Faster development and system integration

Reduced time to market

Exploit commonality to get more reliable systems

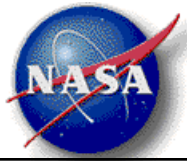
- Requirements: shared, optional, alternatives
- Architecture: configuration of components and connectors
- Decision model: set of choices for each system
- Component and middleware code
- Test suites
- Safety and performance analyses



# Product Line Development at NASA



- NASA builds product lines (but usually doesn't recognize that)
- NASA will build more product lines in the future (and is beginning to recognize that; note SEW'05 Gomaa tutorial)
- Software product-line engineering is a mature technology
  - SEI led the way; several good textbooks on product lines
  - Widely used in industry (Siemens, Avaya, Guidant, Rockwell Collins, Nokia, Daimler-Chrysler, ESA, etc.)
  - Has its own conference (SPLC since 2000, PFE since 1996)
  - NASA suppliers already use product-line technology
- NASA can benefit from widespread adoption of software product-line engineering practices

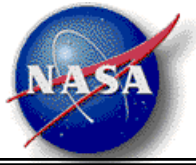


## Product lines: measured against Tim's criteria

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- *Broad*: across systems, NASA faces issues of how to leverage commonality & manage variations in similar but non-identical systems
- *Far-reaching*: open research problems in architecture, requirements, performance & safety analysis, IV&V, testing
  - Research needed into V&V techniques to assure that delivered software for a new system meets product-line specs
- *Useful products*: good results shown in industry from even partial tech transfer of product-line techniques
- *Short-term benefit*: cost savings as similar systems are developed, practical framework for integration of evolving systems



# Summary



We propose to identify, investigate, evaluate and apply product-line engineering techniques to NASA product lines in order to improve the timeliness, robustness and effectiveness of these future systems.